

# MAJOR

THE METAMORPHOSIS ALPHA JOURNAL & ONLINE RESOURCE



ISSUE 4 – FEBRUARY 2007

## A WORD FROM THE CREATOR

MA A CHANGING GAMING EXPERIENCE  
BY JAMES M. WARD

*I love what I call the "Wa Hoo" factor. When I was ten, I read a lot of Superman comics and the ones I liked best were the ones when red and other colors of Kryptonite changed Superman. It didn't matter what the change was, I thought the effect was way cool. As I grew older I liked these little "changing" surprises in board games, comics, and novels. When something happened to make a dramatic change, I thought it was unusually interesting and fun.*

*In 1974, I was lucky enough to learn how to role-play with Gary Gygax and his group of gamers, including his sons and several other people who went to work for TSR. The dramatic changes happened constantly. My wizard character advanced in levels and changed in his abilities. I would get amazing magic items allowing for change in the way I did things. We would go from level to level in Gary's massive dungeon and things changed on every level.*

*So, when I suggested to Gary that he do a science fiction version of his game, he had been way ahead of me and working on something, but was nice enough to allow me to try my hand at role-playing design. In those early days of role-playing there weren't many people doing it (less than the number of fingers on both hands). With Gary's advice along the way, I put together METAMORPHOSIS ALPHA. Naturally, I had to have "Wa Hoo" material in the game. Inspired by novels from the '60s and '70s mutating was a natural theme and fit in with my desire to make surprises happen in the game. There's nothing like walking down a gray corridor and suddenly developing a third eye in the back of your head to shake up the game.*

*Lately I've been doing some game design with a production house in Florida and I've been doing a lot with nanotechnology. I'm sure most of you know that nanos are tiny machines so small that they can easily float in a person blood stream and do their assigned tasks. Fiction has been full of stories about nanos making people super strong or changing people's looks entirely. I'm sure in the near future all of us will have nano supplements making us healthier. I'm also sure that in a couple hundred years nanos will be able to do almost anything from building buildings out of crushed rock to replacing hands and other appendages. The Astrobirdz RPG that I designed has a lot of nano-tech things. Feel free to check out the web site at [www.astrobirdz.com](http://www.astrobirdz.com).*

*I try hard to make my MA refereeing a constantly changing experience. I had my group play in the starship Warden for many months and then I made them role up new characters and I had them play in a side module I invented that was much like the ship on a smaller scale. Then I allowed those new characters to enter the ship. It was vastly amusing to see the new characters try to interact with the old characters. I could see the looks of confusion and shock come on the faces of some of my players as their old characters (expertly played by me) started arguing with the new characters.*

*In the end, I'm just saying changes can be fun and it's worth the effort to change things up now and then. We're trying to sell those MA hardbounds and I'd like it if you would make sure all your players have one.*

Best regards,

James M. Ward

## IN THIS ISSUE

A Word From The Creator - James M. Ward	Page 1
Introduction - Craig J. Brain	Page 1
Letters to the Editor	Page 2
Security Cards and Role-Playing Props – David Reeves	Page 2
Hydrogen Templars: Creatures of Burden - James M. Ward	Page 5
More Mutations for MA4e – Craig J. Brain	Page 6
Rabbits & radiation – Craig J. Brain	Page 7
Enter the Badder - Christopher Hinderliter	Page 8
Space Rats - David Crowell	Page 10
Food and Drink on the Starship Warden. Part 1 – David Crowell	Page 11
Skills and Professions in 2525 – Craig J. Brain	Page 12
MA1e to MA4e Creatures and Mutants Part 3 – Craig J. Brain	Page 19
Asteroid Map – Ryan Wolfe	Page 22
A Really Big Ad – Metamorphosis Alpha	Page 23

## INTRODUCTION

Welcome to the fourth issue of the Metamorphosis Alpha Journal & Online Resource!

Jim Ward has given us another adventure for this issue, the Hydrogen Templars: beasts of Burden! It is a short adventure designed to be played in a single session, which should be pretty entertaining!

This issue also reintroduces a few more creatures from MA1e and a couple from MA2e. We have a complete adventure by Christopher Hindliter, and artwork from Chris, Isaiah Hubert and Carolyn Garrison. Once again, words aren't enough!

On top of all that, I've finally included the start of the character generation material for the 2525 setting, beginning with Skills and Professions.

Submissions can be sent to me at:  
[major\\_submissions@metamorphosisalpha.net](mailto:major_submissions@metamorphosisalpha.net)

We are still looking for additional contributors, if you have the urge to try your hand, please contact us!

This journal is a free download, and it intended that it will remain so. This journal can be subscribed to or downloaded from our forums:  
[www.metamorphosisalpha.net/phpbb/](http://www.metamorphosisalpha.net/phpbb/)

Once again, we hope you enjoy this issue and find the contents of some interest.

Craig J. Brain  
Editor

## LETTERS TO THE EDITOR

We have our first letter to the editor! I've taken the liberty of reformatting it a little so it reads a little easier. This letter comes from Brayden Bull, one of our forum members:

*Upon playing my first campaign of Metamorphosis Alpha 4th edition with an old school gamer, my friends Dad, I thought it was so much fun! But my friend's Dad had noticed that there is only constitution, and no strength. This he thought was odd because in the 1st edition of Metamorphosis Alpha there was strength.*

*He has told me to ask you (because you helped Jim Ward create 4th ed.) why you have decided this.*

Best regards,

Brayden Bull "Scar-Lock"

Good question. That was a decision made in Metamorphosis Alpha 3<sup>rd</sup> Edition, with the development of the 3d6 system, which combined the traditional strength and constitution attributes. I have passed your question on to Jim Ward himself to provide an answer.

Jim's response to Brayden's question:

Brayden,

*I wanted to combine the two concepts of Constitution and Strength to make a little different feel in the newest version of the game. I thought it would make things a little simpler as well.*

Jim Ward

## METAMORPHOSIS ALPHA SECURITY IDENTIFICATION CARDS & ROLEPLAYING PROPS

By David Reeves

teknomerk@yahoo.com

Since I'm putting together and starting to run an MA4e campaign for my teens, I'm inventing several things for MA. Some of these inventions are "props" for lack of a better term.

These are cardboard representations of important items the PCs find/purchase/trade. A pistol prop is a piece of cardstock in the shape of a pistol, for example. The front side can have a nice line drawing or colored picture. The back can be for notes. For example, I invented security id cards that PCs look for and jealously guard. I find that having something tangible in your hand adds to the playing experience and cuts down on the paperwork.

For an extended example, I give each player a ziplock plastic bag. As they find weapons, id cards, equipment, etc, I give them the cardboard prop to put in their bag. On the back I penciled in an identifying number. The PC may not know little to nothing of what they have until they figure it out. Only then do I divulge the details for them to write on the back of the prop. Since items get lost, traded, destroyed or sold, the PC just hands over the prop.

I have just finished a set of security id cards that can be used for MA. I was surprised that I could create some cool looking stuff with only Microsoft Word! All I do is print (at highest resolution) to 110-pound cardstock on my inkjet printer. I bet a color laserjet would be even nicer. Printing to glossy photo paper and mounting on cardstock brings out the colors and effects even better.

### Warden Security Access Levels


Id Level	Color
Military Command Ring	Blue & Red
Military Command	Blue & Red
Military	Blue
Security	Red
Engineering	Gray
Science	Green
Medical	White
Colonist	Brown

### How did I do this stuff with Microsoft Word 2003?

- View->Toolbar->Drawing
- Insert->Picture->New Drawing
- Drawing Toolbar->AutoShapes->Basic Shapes->Rounded Rectangle
- Basic Color: Select rectangle object, Right-click->Format Object->Colors & Lines->Fill Color
- Advanced Color: same as Basic Color, but select "More Colors"
- Gradient Effect: Select rectangle object, Right-click->Format Object->Color->Fill Effects->Gradient->Shading Styles
- Picture: Drawing Toolbar->Insert Clip Art  
Use keywords like: military, icons, security, engineering, science, space, weapons
- Change Picture Colors: Select clip art object, Right-click->Format Picture->Image Control->Color
- Print as highest resolution on 110-pound cardstock. That's about the heaviest type of cardstock that can go through my printer without jams. Or print on photo paper and mount on cardstock.
- The same principle works with weapons, armor, gadgets, etc.

If anyone improves one these gaming props or creates new ones, please send me a copy! I would appreciate the new ideas.


**Remember when playing games didn't require  
a math degree and a swiss bank account ?**



**Rules for Science Fiction Miniature Gaming in 25mm Scale**

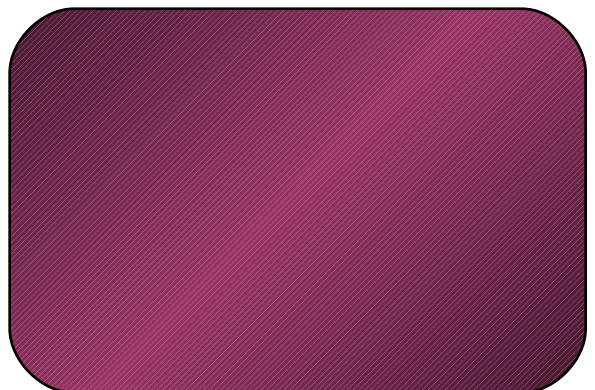
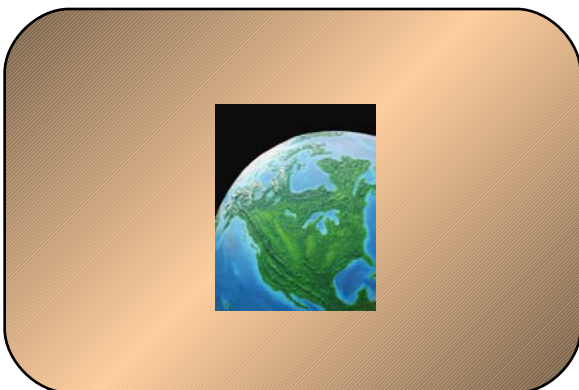
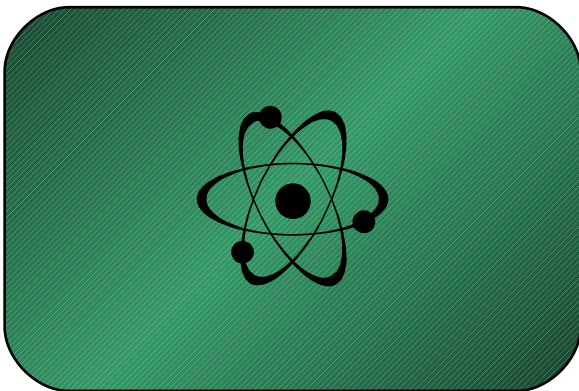
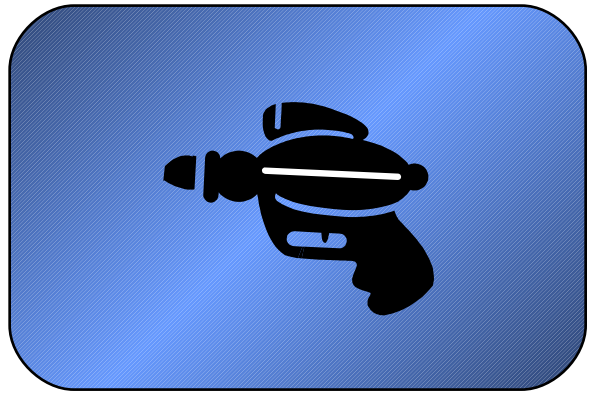
Using the fast-play **ONE d12 SYSTEM™**, GALACTA-3™ is a man-to-man tabletop miniatures game that is simple and fast to learn because all actions can be resolved by the roll of a single 12-sided die.

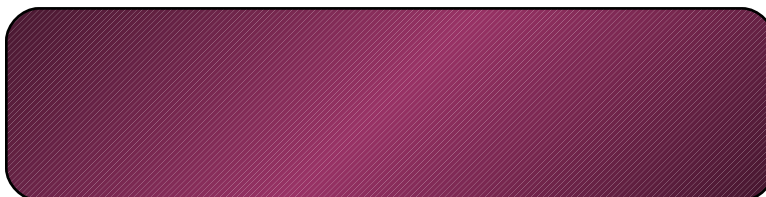
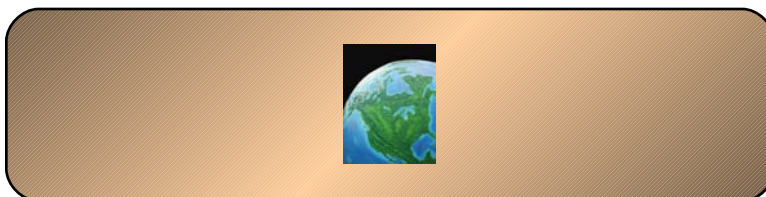
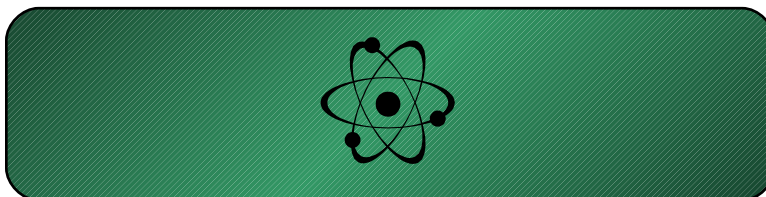
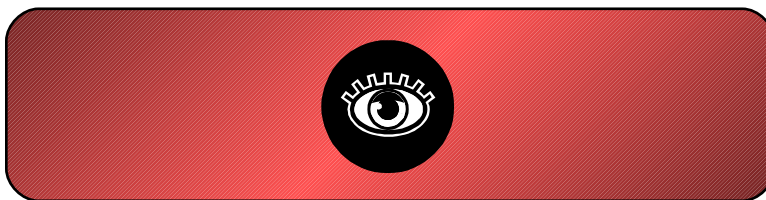
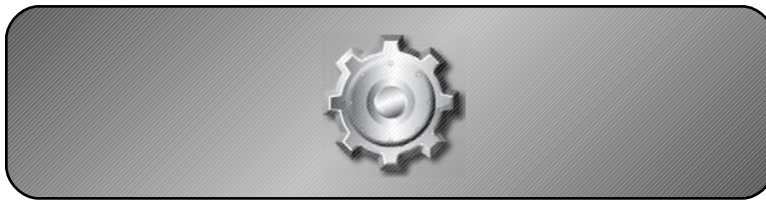
**Coming Spring 2006**  
MPY 2000 \$14.95  
[www.mudpuppygames.com](http://www.mudpuppygames.com)



**Mudpuppy Games™**  
SIMPLE MINDS, SIMPLE GAMES

GALACTA-3™ and ONE d12 SYSTEM™ rules, logos and trademarks  
Copyright © 2006 Mudpuppy Games LLC. All Rights Reserved.  
Galacta 1st edition concepts, characters and art Copyright © 2006 David Helber.







## HYDROGEN TEMPLARS: CREATURES OF BURDEN

By

James M. Ward

© All rights reserved.

Naturally, in the cosmic scheme of things, I would like to work up and have the rights to any idea I work with. I also never want to infringe on anyone's copyright. In my *Metamorphosis Alpha* campaign, the Hydrogen Templars are a band of marines forced to use a broken AI fabricator. This marvelous machine refuses to make any device or item created after the year 1401. They can get all the swords, maces, heavy crossbows, and plate mail they want. The marines are trying hard to talk the machine into gunpowder devices, but so far, that hasn't happened, yet.

They have set up a great camp on an island vacation resort. They know of the elevator that connects to all levels on the ship. That's five miles away on another small island. Early on, after being taken out of cryo sleep they did a great deal of exploring to map out the level. Maybe they should have thought about putting guards on the elevator, but they didn't.

### THE CREATURE

#### Singing Vines (Mutated Vine)

CN 10 D 10 LP 17 MR 21 RR 5 hp 50  
AC 21 Runs: 40 ft./turn

**Mutations:** Intelligence, Mobility, Manipulation Vines, Telepathy, Sonic Lull

**Description:** Singing Vines appear as white vines with a Humanoid shape. They have telepathy and in their communication, they appear extremely friendly. Normally these plants stand six feet high. However, when they feed on the corpses of intelligent creatures, they grow to twelve feet high, and their hit points and RR scores are doubled.

They constantly emit a soothing harmonic that makes it extremely difficult for intelligent beings to attack them.

In my game, these creatures are hated and killed on site. Attackers have to make several MR rolls of 10 or higher to fight off the harmonic effect. They are seeking to take over levels by getting other intelligent races to protect them and attack for them.

### THE SETTING

In my game, there is a central elevator complex that goes through the entire center of the ship. There are four sections to the elevator shaft and each one is a hundred yard cube. One of the elevators is blasted and its walls are marked with energy fire of all types. PCs generally avoid that elevator. The other three sections are well maintained. On my Warden, the elevator opens up on a small one-mile island. Normally, the island is mainly beaches of sand with a delightful jungle of planted fruit bearing trees and bushes for the vacationers to enjoy. Imagine the horror of the PCs as they suddenly find this island covered in unusual flowers at the beach edges. The further they go into the dense undergrowth the more dangers bushes and trees they find.

Finally, they discover one of the elevator sections is filled with Singing Vines and the bottom of the elevator is covered in dirt to help the vines grow. The vines are very interested in talking peace with the PCs, but they are really interested in feeding on them.

### THE ACTION

Many things have become deadly on the island as the Singing Vines have planted flowers and fungi of many types. Feel free to add to this list of plants with new ones of your own.

While the PCs are exploring the area, all of the plants in a twenty-yard radius are leaning toward the PCs just waiting for the chance to work their abilities on the player characters.

#### Red Poppers (Mutated Flower)

CN 3 D - LP - MR 3 RR 3 hp 3  
AC 21 Runs: N/A

**Mutations:** Exploding Flowers

**Description:** Red Poppers appear as small, seven inch high, flowering red plants. They spread out to fill all available areas. When stepped on or having more than three points of damage done to the plant they explode (WC 17, 10 hp damage). Even though they grow tight together, one plant cannot explode another plant. The explosion plants more popper seeds into the earth. It's also possible to have the seeds plant themselves in the wounded flesh of creatures. In this case, the plant comes out of the wound in just a few days and explodes for 20 points of damage when fooled with by the alarmed character.

#### Yellow Shooters (Mutated Flower)

CN 3 D - LP - MR 11 RR 11 hp 6  
AC 18 Runs: N/A

**Mutations:** Poison Pollen

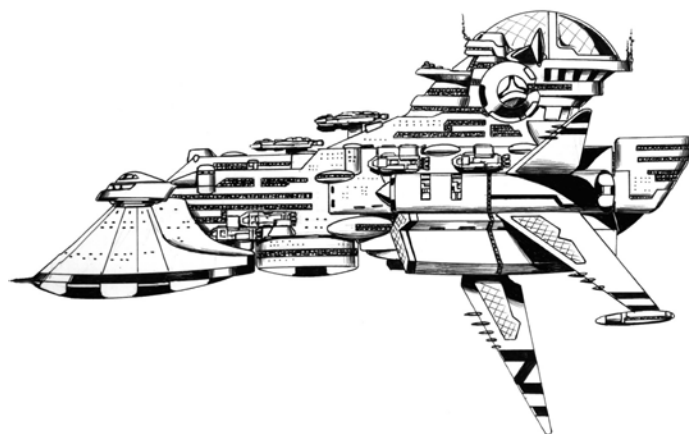
**Description:** Yellow Shooters grow to about three feet high and have a large yellow tube-shaped flower at the top of the stalk. They commonly grow in thick sections in any type of climate. Movement near the plant or touching the flowering top causes a burst of Intensity level 9 poisonous pollen to fly out at the surprised victim. A single plant can fire ten bursts in any 24-hour period. The plant is trying to kill creatures to fertilize the area around the plant.

#### Green Grass Eaters (Mutated Grass)

CN 5 D - LP - MR 7 RR 7 hp 40  
AC 13 Runs: N/A

**Mutations:** Tangle Vines, New Body Parts (Maw)

**Description:** Imagine a six feet diameter circle of lush green grass. At the center of the patch is a withered stump with some type of strange barbed cactus growing on the stump. Now imagine a huge linked circle of these patches around an isolated building or even an elevator opening. When a PC walks onto the grass the entire carpet mass rises up and begins strangling the victim in its roots, doing 10 points of damage a combat round. Breaking out of the patch is extremely difficult, requiring several successful CN rolls of more than 14. The center maw of the plant begins ripping at the victim and is treated as WC 12, inflicting 2d6 of damage while the victim is trapped in the mass.



## MORE NEW MUTATIONS FOR MA4E

In this edition we have a few more useful new mutations that will also be put to good use in further issues of MAJOR and hopefully by GMs and players alike. It is suggested that readers keep a copy of these mutations for their own reference. These mutations will be particularly useful for the accurate conversion of MA1e to MA4e creatures and mutants, as without them, many of the peculiarities of the original creatures would be lost. Reader submissions are always welcome and we will try to use them as well.

Craig J. Brain

## READER SUBMISSION:

Physical Mutation: Enhanced Legs

by David "TeknoMerk" Reeves

*Enhanced Legs:* In a Humanoid, Enhanced Legs produces stronger leg bones and muscles, resulting in increased speed and jumping ability. A Humanoid with Enhanced Legs may walk and run at 133% of their normal rate. Such creatures also add 25% to their Jump skill and may jump 6 yards with no effort (like a kangaroo). All other jumping actions require a Jump/Acrobatics skill roll. The same effects apply to animals with this mutation. If an animal with jumping ability receives this mutation, their walk/run ability is further enhanced by 133%. Their jumping ability is also increased by 6 yards, along with the +25% Jump/Acrobatics skill enhancement.

In terms of physical appearance a creature's legs will look very well built. A perceptive individual may notice a slight disproportion in the overall body structure, but the Enhanced Legs mutation is not obvious. The physical alterations are not merely mass, but also leverage. Therefore, Robots, Androids and AIs should not reject requests from Humanoids based upon this mutation. However, if observed using this mutation a Robot or AI may request (or even force) the Humanoid to undergo an examination for their "serious condition".

## PHYSICAL MUTATIONS

*Intestinal Control:* A creature with this mutation has incredible control over their stomach muscles. They may regurgitate the contents of their stomach at will. This can be surprisingly useful. *For example: Blar, the mutated otter and his team has been captured by Killer Androids. Blar deliberately swallowed a key to a set of handcuffs that he retrieved from some Killer Androids that his team had decommissioned earlier. At a more opportune time, Blar will regurgitate the key and try to use the key to free his team and escape.*

The mutation also allows for simple objects to be manipulated in the mutant's stomach, assuming that they can swallow them. *For example: Eric, the mutated elephant has found a Rubix Cube™. Having no hands, Eric swallows the cube and is able to manipulate the cube to change the color of the sides. Of course, he's relying on memory to try to solve it, since he can't see what's going on. It is also unlikely that anyone else will want to have a go at trying to solve the puzzle. ☺*

*Designer's Note: I owe thanks to the folks on the Official Metamorphosis Alpha forums for their input on this mutation:*

*Material Transformation:* This mutation allows a mutant to transform a quantity of material into a different substance. The mutant will need to be in physical contact with the substance, and can transform a quantity equivalent to what they could lift if their RR score was used instead of their CN score (see the CN ability score explanation on Page 32 and 33 of the *Metamorphosis Alpha* rules).

When this mutation is selected, a roll on the table below determines what substance the mutant can affect:

1. Metal

2. Plastics
3. Silicon/Rock
4. Plant matter
5. Flesh
6. Glass

The mutant will be able to transform the selected substance to one of the following substances:

1. Rubber
2. Carbon (either black carbon or ash)
3. Silicon/Rock (in effect petrifying the object)
4. Plastics
5. Glass
6. Metal

If attacked with this mutation (this would not apply to something that a being carried), all sentient beings and living creatures should also get the opportunity to resist (if for no other reason than fairness) as though this was radiation exposure, versus the attacker's RR score. If the attacker could not physically lift the being that it attacks, it may still do damage to the intended target, converting a percentage of the target into another substance!

*Radiated Flesh:* The flesh of this mutant is radioactive, and the mutant constantly emits Intensity Level 10 radiation in a 5-yard radius from their body. The mutant is immune to the effects of radiation up to and including Intensity Level 10.

*Reverse Transformation:* This mutation allows a mutant to restore an item or being to their original condition, if it has been transformed into another substance using the Material Transformation mutation or is using the Shape Changing mutation. The mutant can, at will, reverse any damage done, or force a creature back into its original shape simply by touch. This mutation is not effective against disguised Androids.

## MENTAL MUTATIONS

*Lowered Mental State:* This mutation effectively lowers the intelligence of any creature to a base level operating on instinct alone. Normally intelligent and semi-intelligent creatures with this mutation act purely for survival, with no thoughts higher than eating, sleeping, protecting their territory and mating. Such creatures are unable to be tamed or trained as pets, but can learn to avoid hazards. Creatures with this mutation are not affected by many mental mutations, with effects such as telepathy, empathy, illusions, confusion, fear and even mutations that cause sleep.

GMs will need to consider if the creature is affected by many mental mutations. Creatures with this mutation will have their Leadership Potential and Mental Resistance scores lowered to a maximum score of 6, if they already had higher scores. This mutation overrides Heightened Mental State and other intelligence enhancing mutations.

## PLANT MUTATIONS

*Poison Pollen:* The plant is able to squirt or burst a dose of Intensity Level 9 poisonous pollen at a target, at will or when touched. A plant with this mutation can release ten bursts of poison per day or five squirts. A burst has a radius of 3 yards, while a squirt has a range of 5 yards.

*Sonic Lull:* This mutation works only on intelligent living creatures (not Androids or Robots), except those who are deaf. Dumb animals (especially those suffering from Lowered Mental State are immune to this mutation. The plant emits a soothing harmonic (treat as a mental attack using a base MR of 15) that will calm and pacify intelligent living beings, making it impossible for them to attack the mutant. Many creatures distrust plants with this mutation.

## RABBITS & RADIATION

By Craig J. Brain

Artwork by Carolyn Garrison and Jim Holloway



I was tempted to hold off this article until next issue, as our Easter Edition, however, I might canvass a few people about writing a Hoop-heavy adventure for that instead ☺

### Hoop (Mutated Rabbit)

CN	4d6	D	3d6	LP	1d6	MR	1d6	RR	2d6	hp	x
	+3				+8		+8				1.0
AC	18			Runs:							
											18 yards per second

**Mutations:** Infravision, True Breed, Increased Size x 3, New Body Parts (Manipulative Paws), Heightened Intelligence x 2, Material Transformation: Metal to Rubber, Enhanced Legs, Speech, Heightened Hearing

**Description:** These mutated rabbits are highly intelligent and quite aggressive, in a competitive sort of way, even amongst themselves. Hoops, however are not overly brave creatures, preferring to fight when the odds are in their favor, and preferably when their opponents have been disadvantaged by having their weapons turned to rubber.

Hoop society is organized into a system of clan-like burrows, with the Hoops living in large, generally underground communal dwellings with a centralized nursery for the ever-growing number of young that they produce. Hoop females seldom go outside for extended periods once they reach maturity, but will go out for short periods to forage, if the males have not already provided food. In Hoop society, the females are expected to care for the young. Occasionally a young female will rebel, much to the annoyance of the male members of her burrow.

Once every few generations, a Hoop will be born with the Reverse Transformation mutation, as well as the Transformation: Metal to Rubber mutation. These Hoops are often given places of honor or power within Hoop society, while other non-Hoop mutants with this mutation are viewed with distrust, or as a possible resource to be captured and exploited.

Hoops admire physical strength and capability, and enjoy competitions of all sorts that offer the opportunity to show off these traits, and better yet, humiliate an opponent. Additionally, Hoops are firm believers in the theory of superior firepower and collect weapons that will provide them with a combat advantage at any opportunity. Many species do not trust Hoops, with good reason.



### Digger (Mutated Rabbit)

CN	2d6	D	3d6	LP	1d6	MR	1d6	RR	2d6	hp	x
	+3										1.0
AC	18			Runs:							
											16 yards per second

**Mutations:** Infravision, True Breed, Increased Size x 1, Multiple Body Parts (Extra Legs and Paws), Heightened Hearing, Immunity: Poison, Swift Movement, Backlash, Empathy, Regeneration

**Description:** These mutated rabbits are highly adapted to digging, and are possibly the ultimate farmer's pest. These mutants, like their original forebears enjoy digging and are particularly fond of root crops. Two or three Diggers can reduce a sizable root crop to pig scraps in a couple of days. These creatures are approximately two feet long and a foot high. If frightened in their burrow, Diggers will involuntarily release their Fungicide Gland, killing most root crops within 5 yards of their location, and rendering the ground barren for a year.

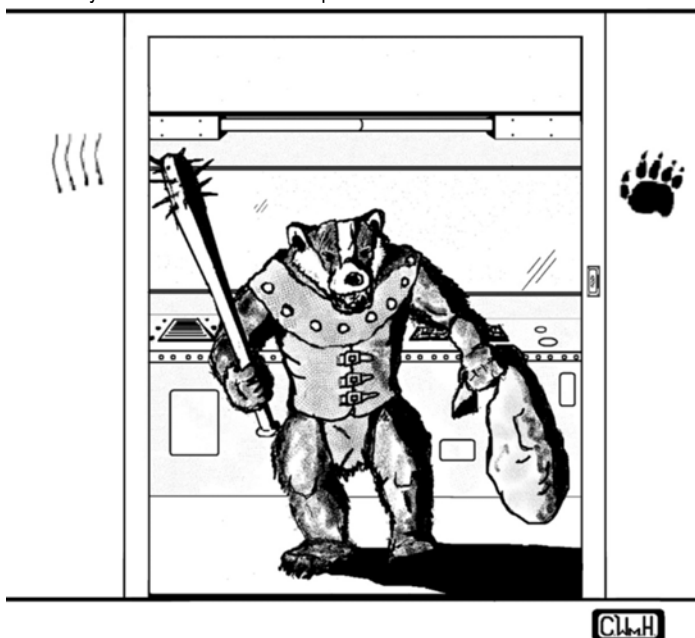
These creatures are docile and easily frightened, but are not easily gotten rid of, without damaging farmland. Poison is ineffective, they can be very quick, they regenerate and if attacked with a mutation, their Backlash mutation may turn the tables on their attacker. To make the issue even more difficult, satisfied Diggers broadcast their satisfaction via empathy, making the farmers and others less concerned about the damage being done to their crops. Mating season for these creatures lasts an entire month and has caused chaos in some farming communities, for that same reason. A female Digger will bear a litter of three kittens once per year.

These creatures have no "natural" enemies, are difficult to kill and an incredible nuisance. At the same token, they are hard to hate, and more than one farmer's child has been caught with a Digger kitten as a pet.

## ENTER THE BADDER

Scenario by Christopher Hinderliter

Artwork by Isiah Hubert and Christopher Hinderliter



### PREFACE

Recently, the question was raised about whether or not there is a place in Metamorphosis Alpha for the Badder from MA2e. After all, we already have the Metaled One, how many mutated badgers could you need? Upon careful consideration and some extensive research, I have concluded that an ecological niche exists in which the Badders could thrive - with a couple of adaptations.

After learning way too much information about the badger family temperament, lifespan, health risks and homelife (including the median temperature and humidity of badger setts, badger health, sleep habits, and latrine use) I have adapted the Badder to the MA4ed setting through a series of natural history notes and an adventure scenario.

### A FEW WORDS ON BADGERS:

Although the Metaled Ones (see MAJOR #2, pg. 3) and Badders are related, they are descended from two different subspecies, the American Badger (*Taxidea taxus*) and the Euroasian Badger (*Meles meles*), respectively. This factor accounts for many differences between the two animals, including differences in facial marking, temper, socialization and living habits.

Metaled Ones (*Taxidea metallae*) are fierce, nocturnal carnivores, hunt within a large range of land, and generally live alone. Their primary domiciles consist of a single burrow with 1-2 exits. Metaled Ones females typically live alone, but will share a burrow during mating season and then live with their offspring until the kits are able to hunt alone.

Badders (*Meles sapiens*) are fierce, territorial animals, which form tribal organizations that live in complex underground labyrinths called setts. Although classified as carnivores, they eat according to opportunity, with an omnivorous diet consisting of medium sized animals, small animals, insects, plants, vegetables, carrion, and anything else they can hunt or scavenge.

Badder territory occupies a group of setts (including a main sett and outlying setts) and the surrounding area required to support it. Setts consist of a series of low, interlinked tunnels and chambers dug into the earth that are typically 4-10 degrees cooler than the surrounding countryside, and maintain 100% humidity. Inside, Badders are fond of decorating the chambers using paint to display paw prints and other simple images on the

ceilings. Due to the low height of the tunnels, anyone in the sett that is over 4 feet tall should be treated as if heavily encumbered in order to account for a lack of maneuverability (see Metamorphosis Alpha Rules, Page 143 for rules on encumbrance).

The outside of a Badder sett may be identified by a series of signs, including small dumps containing old bedding, bones, and detritus just outside the entrances, a series of pathways interlinking the numerous entry tunnels, the presence of nearby open latrines, and a variety of personal signs. These personal signs included painted paw prints, clawed trees, and clawed stones.

Unlike the Metaled Ones, Badders have been known to share the empty chambers of their sett. While spiders, snakes, rabbits, foxes, and their mutated cousins will occasionally reside in the vacated burrow of a Metaled One, this never occurs when a Metaled One is present. Badders, on the other hand, appear to be quite willing to co-habit with other species (as their complex social structures clearly dictate when you can and cannot eat a neighbor).

## SCENARIO

This scenario is designed for a lightly armed squad of Combat Androids or Human marines and is set sometime in late Phase II or early Phase III.

The characters are summoned to a briefing and told that two weeks ago, a forest Ecology Robot stationed in a specific region of the outlying mountains on ETA deck failed to report in. Although the loss of a Robot is not unusual on that deck, a RECON team of Androids was sent to patrol in the area. It went missing as well.

In response, the command AI sent a squad of Security Androids to retrieve the missing units and report on any disturbances in the area. To insure the success of their mission, they were issued a Command Carrier for support.

Shortly after reaching the coordinates, all contact with the Command Carrier was lost. When the recovery squad failed to report to the AI at their designated contact time, then failed to rendezvous as scheduled, the AI concluded that this constituted a significant loss of valuable strategic resources.

In response, the command AI sent a Survey Robot to fly over the area and gather Intel. A review of that data identified the location of the missing Carrier and indicated that the Carrier is deserted. Additionally, no hostiles appear to be nearby and are no signs of the missing personnel. As a precaution, a significant military force has been sent to the area in order to suppress any possible menace to the region.

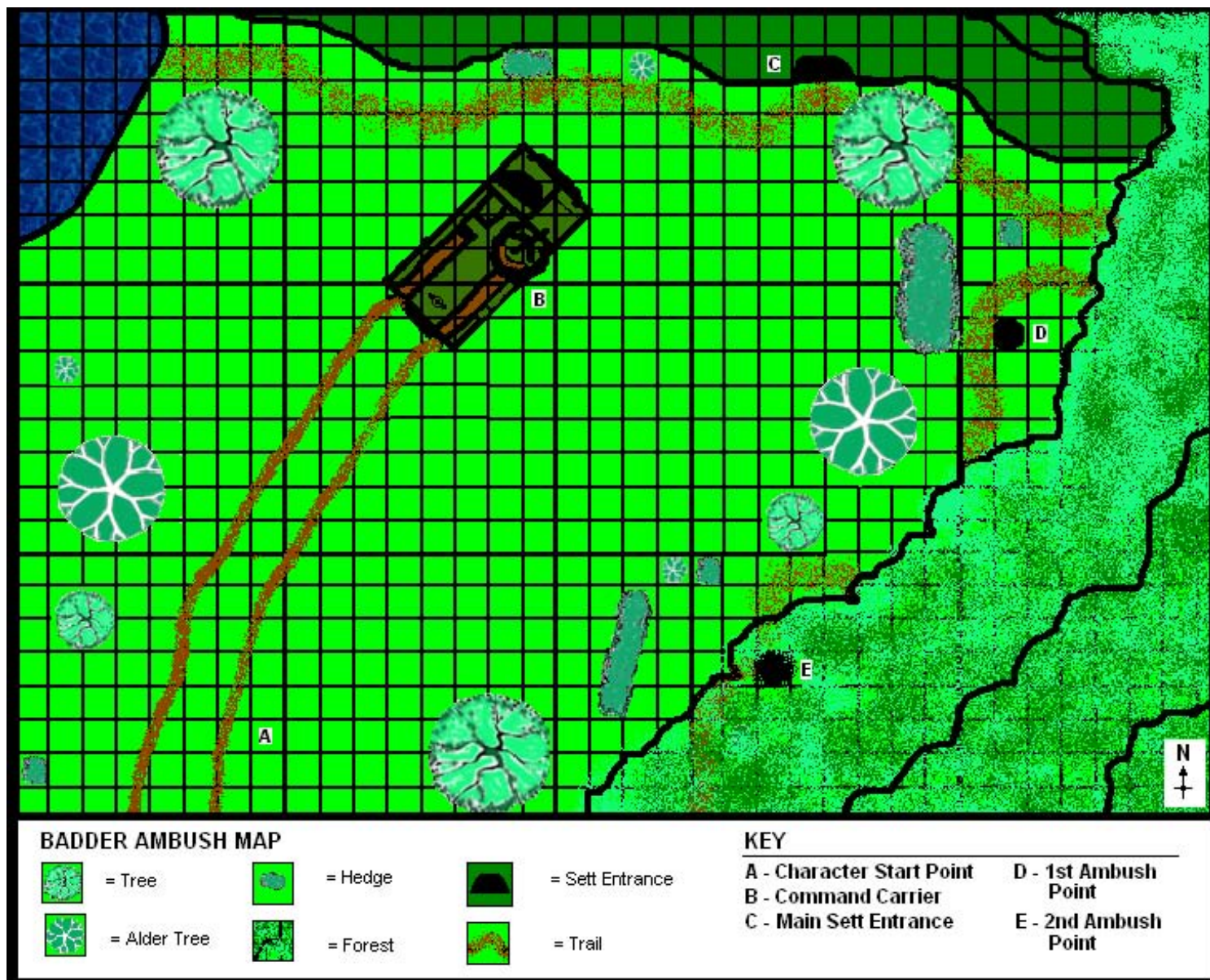
Since the Command Carrier is strategic military asset in itself, the characters have been assigned to retrieve it. Due to the presence of a significant number of friendly military forces in the area and the low risk that the characters will see combat on this mission, it has been determined that the characters should only be lightly armed, in the interest of speed.

Operational guidelines are as follows: The squad has been ordered to recover the Combat Carrier abandoned in the outer mountains of ETA deck and return it to base. Should the squad be granted the opportunity to rescue any missing personnel or to gather Intel about those losses, they are to do so, provided this does not provide a significant risk to the Carrier. This is strictly a recovery operation so rules of engagement dictate that squad is not to initiate any hostile actions, although it is authorized to provide whatever force is necessary to prevent the Carrier from falling into enemy hands.

**GM Note:** Unbeknownst to the players, the growing menace in this region had nothing to do with the missing Ecology Robot. The RECON patrol disappeared following their ambush by a band of humanoid badgers. When the Recovery Team was investigating the area, the same humanoids damaged the drive mechanism of the Carrier, rendering it incapable of movement. Surrounded, the Androids put up a valiant fight, but were still overwhelmed by the superior Badder force. Following this assault, the Androids that survived were transported away for interrogation, and the Carrier was stripped of valuables and booby-trapped.







## ENTER THE BADDEERS – AMBUSH SCENARIO

### The Creature – Badders

<b>C</b>	2d6+	<b>D</b>	2	<b>L</b>	1d6+1	<b>M</b>	1d6+	<b>R</b>	2d6+	<b>h</b>	<b>x</b>
<b>N</b>	8		<b>d</b>	<b>P</b>	0	<b>R</b>	8	<b>R</b>	3	<b>p</b>	1.
			6								8
<b>A</b>	18			<b>Runs:</b>	18 yards per second						
<b>C</b>											

**Mutations:** True Breed, Empathy, Infravision, Taller x 3, New Body Parts (Manipulative Paws), Heightened Intelligence, Speech

**Description:** These fierce, humanoid badgers are tribal in nature and live in large earthen tunnel complexes called setts. Badders walk erect, standing between 3-4 feet tall, and speak in a dialect filled with snarls and barks. Intelligent and dangerous hunters, they are skilled trackers, wear armor, and prefer to ambush their prey. When they attack, they are fond of using bows with poisoned arrows, then rush forth to overwhelm their opponents in a series of frenzied attacks. During these attacks they typically fight with large,

spiked clubs, their teeth, or any other dangerous weapons available (Attacks: 1 x WC 19 Carnivore Bite or 1 weapon). Noted for having a bad attitude toward others, Badder social groups consist of an extremely loyal tribal organization in a fully despotic system, with some individuals dominating the sett regarding reproduction, food, and use of the living environ.

### THE SETTING

The characters are dropped off in a forested area approximately 5 miles from the abandoned Carrier. They are left beside the tracks of the Carrier, which heads to the north. The tracks are easily followed, so the characters should have no problems getting through the mountainous area. Any player that chooses to ask should be informed that some of the trees in the area are scored by deep claw marks and that some bear the mark of a yellow paw print painted on them.

The Carrier sits abandoned in between a group of trees, near a small lake surrounded by the mountains and forest. To the north lies a small dump in front of a low, 3-foot high cave. To the east lies more forest.

The small clearing is surrounded by a stand of mutant alders. These birch trees possess a magnetic core that causes communications interference within a 50-yard radius of any grove containing 5 or more of them; they also produce a tough seed that Badders find tasty. Due to the interference caused by the trees, the characters will be unable to contact the other military forces for support.

### THE ACTION

Soon after getting to the Carrier, the characters will be attacked by a group of 6 Badders that are laying in ambush. The Badders are wearing a light, hide armor and are hiding behind Medium cover. They are armed with spiked clubs, and bows. The Badders will fire arrows (which are covered in intensity 8 paralytic poison) at the characters for the first three rounds. Roll 1d6 to determine if the characters are surprised by the first volley of arrows (per Metamorphosis Alpha Rules, Page 142).

Two rounds after the first attack, a second group of 6 Badders (armed the same) will attack from the flank. This group is wearing fatigues taken from the missing recon patrol. They will also fire a volley of poisoned arrows at the characters, from behind medium cover.

One round after the second group fires its volley, the characters will sense an overwhelming feeling of rage, and all of the Badders will attack en masse to engage in hand-to-hand combat.

During the attacks the characters may use any available area for cover, including the Command Carrier. However, any character attempting to enter the Carrier will suddenly discover that the hatch has been booby-trapped with a plasma grenade (see Metamorphosis Alpha Rules, Page 136).

The cave is the opening to a small Badder sett. Any character entering the cave prior to, or during the combat will find that the entryway forms a 4 foot high tunnel connected to a chamber, connected an another series of low tunnels, and so on.

If the Badders observe anyone entering the sett, 4 of them will enter the complex from a hidden tunnel near their ambush site in order to attack the characters within. Due to the size of the tunnels, the Badders will have a significant advantage in the sett.

### AFTERMATH

Examining the surrounding area after the combat will reveal the following information:

- 1) The Command Carrier has been stripped of everything valuable and has been booby-trapped. The items missing from the Carrier are not within this area.
- 2) The dump in front of the cave appears to be filled with old grass, rotting leaves, old bones, and other Badder refuse. Any character attempting to rummage through this garbage will receive 5d6 electrical damage from a 5 pounds mass of Dark Fungus that is growing amongst the decaying plant life (see Metamorphosis Alpha Rules, Page 148), and find a stun baton with 4 charges left on it (see Metamorphosis Alpha Rules, Page 134).
- 3) An open latrine is dug into the ground approximately 10 yards from the entrance to the sett. It contains nothing of value to the characters.
- 4) The sett, although cooler in temperature than the surrounding area, is only a small outlying sett. It is covered with Badder graffiti and contains nothing of value to the characters.

### ADDITIONAL COMPLICATIONS

Although the incident with these Badders seems to have been completed, additional complications may be associated with this scenario.

Badders are patrolling the area. Should the characters spend longer than 1 hour within the area, a Badder patrol will come along and find them. If this occurs, the patrol will watch the characters from a distance, send a courier to report their findings to the main sett (which lies several miles away), and then begin to harass the characters by sniping at them with their poison arrows.

The missing Ecology Robot has gone insane amongst the alders. Its programming corrupted, the Robot has gone rogue and may develop into a significant danger to the region. See "Breaking the Law of Robotics" (Major #2, Page 4) for more information on rogue Robots.

There is a larger Badder menace. The Badders of the Main Sett have fallen under the influence of a villain. "Har-Tohr" is a Mutated Killer Android (see Metamorphosis Alpha Rules, Page 68) that has used his Empathy and Pack Mentality mutations to gain the trust and leadership of the Badder tribe. This cunning Android is organizing and training the Badder raiding parties as a part of his plans to gain the technology necessary to control this entire deck. See "A Closer Look At Killer Androids as Villains" (Major #1, Page 1) for developing ideas on how to use this new villain.



### SPACE RATS

Creature design by David Crowell



credit: Bayer

### Space Rats (Mutated Silverfish)

CN	10	D	11	LP	-	MR	-	RR	19	hp	10
AC	15	Runs: 100 yards in 15 seconds (200 ft. / turn)									

**Mutations:** Altered Metabolism, Energy Reflection, Immunity: Insecticides, Fungicides and Defoliants

**Description:** This mutated silverfish grows up to 2 feet in length. It has a bright metallic carapace that reflects energy attacks of all types. It is immune to insecticides, fungicides, and defoliants, however it is susceptible to poisoning by cleaning fluids and fire retardant foam. It will flee from bright lights and loud sounds and suffers full effect from protein disruptors.

Space Rats have an altered metabolism that allows them to feed on plastics of all types in addition to most organic materials.

Space Rats are generally found in swarms of 20-100 (1d6x100). These swarms will flow over walls, decks and conduits like a sheet of living quicksilver in search of food. Although they do not as a general rule eat living tissues they will swarm over sleeping or immobile creatures in search of edibles. Space Rats are not fond of alien fungus and so are not found on the Asteroid or in areas with extensive fungus growth.

They attack by biting WC21, 1 point damage to Robots and inorganic equipment, 2 points to Androids, 3 points to creatures and organic materials.



## FOOD AND DRINK ON THE STARSHIP WARDEN. PART I

By David "Chelydra" Crowell

### PRE-CALAMITY:

Feeding the crew of a ship the size of Warden is an exercise in logistics far beyond that faced by any city planner back on old Earth. The Warden supports a population to rival that of a fair sized city; it must carry its complete ecosystem with it. All resources, food products, wastes and raw materials must be carried, stored, processed, refined and recycled within the closed system of the ship's hull.

The instant food synthesizer of science fiction remains just that – fiction – although many aboard the Warden would find this difficult to believe. Meals of nearly endless variety are delivered to stations in all parts of the ship ready to eat within moments of being ordered. The secret is a hidden web of food stores, robotic kitchens, flash freezers, microwave cookers and food transport tubes running throughout the ship.

Food aboard the Warden tastes fresh because it is fresh. Nearly every dish is prepared to order in the robotic food prep centers. The ingredients come from the ship's agriculture levels where many food crops are raised. Nutrient vats house genetically engineered strains of yeast and soy producing protein synthates that mimic meats, cheeses, and milk. The ship stores surplus produce in flash frozen form.

The Robot chefs are programmed with the recipes and the cuisine techniques of a world of cultures. Each has a programming algorithm that gives a unique personality when it comes to seasoning and presentation. All of this allows each meal to be a unique experience.

Serving options range from common beverage dispensers, which provide hot and cold liquid refreshment including nutrient broth as well as caffeinated and alcoholic beverages to the ship's elegant restaurants. Android wait staff, atmosphere and cuisine rival the finest available on Old Earth.

A crewmember's color band contains recognition files telling the food service computers about that individual's food preferences, special dietary requirements, caloric intake and medical needs. Routine vaccines and supplements are frequently administered in meals.

### POST CALAMITY:

The food service system still functions although erratically. At the GM's option the products it dispenses may be irradiated, poison, an antidote for poison or radiation, mutagenic, hallucinogenic, nutritive, or non-nutritive, even inedible. All of these options may apply to all character types or only to certain select types.

GMs should remember that there are many possible sources of contamination for both food and water supplies. The most insidious is radiation. A radiation leak anywhere in the system can contaminate products showing up far from the source. A water tap may test clean to a rad-counter, but as water makes its way through the pipes it can suddenly become a radioactive hazard. Ration packs or food supplies may likewise be contaminated. As ingredients for meals are drawn from numerous storage areas it is quite possible that only certain meals from a given dispenser may be contaminated. Checking the serial numbers of ration packs is no guarantee of safety. Many packs were bought as cheap military surplus. Packs from several batch lots may have been mixed in the same storage bunker; alternatively packs from the same lot may have been stored in different bunkers. There is no truly effective way to decontaminate food or water; the best that can be done is to neutralize the source of the radiation so as to prevent future continued contamination.

Both food and water may also be contaminated with microbial threats. Bacteria, fungi and alien spores have all been exposed to the mutagenic radiations and may have found their way into food or drink. Filtration and cooking will destroy or remove many of these pathogens but some may be activated by heating. Obviously moldy or spoiled food should be discarded uneaten. Analysis with medpacks or environmental analyzers should reveal the presence of most known pathogens.

A further concern is sources of food and water will be attractive to others. Mutants, animals and plants will all be more common near reliable and accessible sources of sustenance.

In the post-calamity Warden many new sources of food exist. These include plants and animals from the original stocks aboard ship that have escaped their former bounds and are now growing wild as well as new mutant and alien strains. Caution should be taken in trying new life forms for food. Many appealing fruits and flowers are possessed of deadly toxins, electrical generation, explosive powers or worse. Some repulsive and inedible appearing specimens have great nutritive or curative powers.

### Common Ration Packs:

All are ration packs are IC 1. Thermal packs are self-contained and do not require energy cells to operate. "Rats" or "Rat Packs" as these have universally become known are found in several forms. Cans or soft packs of liquid, gel or pastes containing balanced vitamin, mineral, nutrient and water supplies to sustain Humans in survival conditions. Each pack will sustain a Human for 24 hours. Unfortunately palatability was not a concern of the designers. These packs universally taste awful.

*MRE (Meal Ready to Eat):* The gold standard of ration packs. These meals resemble 20<sup>th</sup> Century TV dinners in packaging. A compartmented tray holds appetizer, entree, side dishes and dessert. When the preparation tab is squeezed, the contents are automatically heated or cooled to the proper serving temperatures and the tray cover re-assembles itself into cutlery. These are found in a wide variety of menus including several ethnic cuisines, halal and kosher meals, breakfast, lunch and supper options. Beverages are usually packaged in an accompanying canister. Sealed MREs last indefinitely and have proven extremely resistant to contamination.

*C-Rats (Crud-in-a-Can):* Despite the derisive name, these standard grade military, civilian camping and survival rations are not actually bad. They contain a variety of freeze-dried or flash frozen foods. They require hot water be added or frozen items to thaw before eating. Most come with a small thermal pack that can be used to heat water for reconstituting the meal. These packs come in a wide variety of containers, cans, flat packs, boxes, foil envelopes etc. They were purchased from many sources and may be labeled in any of a dozen languages. Pictures identifying the contents or providing preparation instructions may or may not be present. Depending on their origins and storage they range from impervious to contamination to heavily susceptible to contamination. Some were even brought aboard already contaminated (this is why they were available at such low cost).

Note as well that different species will react differently to the same foodstuffs. What one species consumes with impunity may be deadly poison to another. Mutants with altered metabolisms further vary the reactions possible.

### POSSIBLE EFFECTS OF CONTAMINATED FOOD AND DRINK:

The two most common effects are Intensity Level 3d6 radiation or poison. Both of these hazards follow the standard game rules for their effects.

As if this were not enough, foods can also be infested with parasitic creatures or spores and seeds from various fungi and plants.

Part two of this article will deal with the effects of contaminated food and drink in more specific detail.

## SKILLS & PROFESSIONS IN 2525

By Craig J. Brain

This article will modify the skills and professions system found in the Metamorphosis Alpha Rules, adapting them for the 2525 setting that we are developing in this magazine. Readers should feel free to submit new skills and professions or suggest improvements as they see the need. This system does not take into account different societies and their beliefs, which will modify what skills and professions are available to each character type. These additional details will be added in further articles.

For the purpose of play-testing these rules, assume that all professions are open to all character types, that is Humans, Mutated Humans, Mutated Animals and Mutated Plants. The starting age of each character is assumed to be as a young adult member of their species.

This article is written on the assumption that players and GMs are familiar with basic character generation as outlined in the Metamorphosis Alpha Rules, and can roll up the attributes and assign mutations where necessary, for Humans, Mutated Humans, Mutated Animals and Mutated Plants.

Some skills are duplicated from the Metamorphosis Alpha Rules and are included here to simplify referencing, while other skills have been subtly rewritten to reflect a lower level of technology and changed circumstances.

Four basic professions have been included to serve as a basis for further development.

### STARTING AGES

Humans and Mutated Humans – 15 + 1-3 years

Mutated Animals – varies by species

Mutated Plants – varies by species

### STARTING SKILLS

In some societies, the starting skills will differ from those listed below. These are generic. A village of mainly Mutated Animals will offer more opportunities for younger Mutated Animals, than a town populated mainly by Humans. Even among Human tribes and towns, skills allowable may vary, for instance, in Amazon villages male children are not allowed to learn how to use weapons.

No starting character can begin with any skill higher than level 3.

Humans begin with 6 levels of background skills and 1 level for every two points of MR in their professional skill sets.

Mutated Humans begin with 5 levels of background skills and 1 level for every two points of MR in their professional skill sets.

Mutated Animals begin with 4 levels of background skills and 1 level for every two points of MR in their professional skill sets.

Mutated Plants begin with 3 levels of background skills and 1 level for every two points of MR in their professional skill sets.

All characters gain 1 additional level in background skills per year after creation, or for every year of life after their initial starting age (handy for rolling up NPCs).

### PROFESSIONS

Players may choose one of the following professional skill sets, provided the character meets the physical and mental requirements for the job. When allocating skill levels, it is not necessary to take all skills, except where literacy and education skills are listed.

#### Initiate (Trainee Shaman)

*Description:* Initiates are generally chosen from some of the brightest and healthiest children in any society. Initiates understudy the Shaman of most villages and assist with more routine matters and errands for the Shaman.

Initiates train under the Shaman, sometimes for years before taking over, or being sent to act as the Shaman for another village.

*Prerequisites:* MR 12, LP 12

*Skills:* Education: Basic, Education: Advanced, Knowledge: Theology, Knowledge: Plants & Herb Lore, Oration, Combat: Blade, Combat: Primitive Ranged Weapons, Knowledge: Alchemy, Knowledge: Robot Identification, Knowledge: Legends & Tales, Knowledge: local, Medicine: Primitive, Medicine: First Aid

#### Warrior

*Description:* These characters are tasked to defend the village or town in which they live. Warriors often have a code of conduct by which they are expected to abide and have a broadly defined ranking system, based upon local custom. Warriors are not professional soldiers, as we know them today.

*Prerequisites:* D 10, CN 12

*Skills:* Bowmaking & Fletching, Camouflage, Combat: Blade, Combat: Mounted, Combat: Primitive Melee, Combat: Primitive Ranged, Combat: Tactics, Combat: Unarmed, Hunting, Riding: Animal, Survival, Tracking, Knowledge: Local

#### Scavenger

*Description:* Scavengers are those who make a living searching ruins for food and shelter. They often lead a dangerous and nomadic existence, and are a good source of trade goods.

*Prerequisites:* None

*Skills:* Survival, Hide, Combat: Primitive Melee, Combat: Primitive Ranged, Hunting, Salvage, Jury Rig, Knowledge: Trade, Move Silently, Knowledge: Herbs and Plant Lore, Knowledge: Local

#### Hunter

*Description:* Hunters help support their communities by bringing in the food. Hunters often travel significant distances, and sometimes work in groups when after particularly large or dangerous prey.

*Prerequisites:* D 8

*Skills:* Survival, Bowmaking & Fletching, Camouflage, Hide, Combat: Primitive Melee, Combat: Primitive Ranged, Hunting, Move Silently, Knowledge: Local

### SKILL DESCRIPTIONS

1. Abseiling. (D) The character can use ropes and associated equipment to descend safely from buildings, cliffs or from a hovering dirigible. (6 months)
2. Acrobatics. (D) The character can perform minor acrobatic feats such as jumping, handstands, flips and rolls. The character also uses the skill to get a bonus to their chance to balance in precarious positions and jump objects. (6 months)
3. Acting. (LP / 2+MR / 2) The ability to assume a role or to convincingly portray a character, mood or emotion. The character can read and memorize a script to learn a particular role as required. (6 months)
4. Agriculture. (MR) A character with this skill can manage a farm or garden in order to produce food, etc. (2 years)
5. Animal Training. (LP / 2 + MR / 2) This skill allows a person to train one animal type (horse, dog, lion etc). The animal will be able to do simple

tasks (fetch or be ridden, etc.). A wild animal must first be domesticated before it can be trained to do other tasks. If the trainer is going to train an animal to be ridden, the trainer must have the riding skill at Level 3 or better. (3 years)

6. Armor Manufacture and Repair. (CN / 2+MR / 2) This skill allows a character to repair or construct most sorts of non-metallic armor. If the character also has the with the Blacksmith skill, the character can make metallic armor from scratch. The character's skill level determines the quality of the finished item. (2 years)

7. Artisan. (CN / 2+MR / 2) This skill encompasses Goldsmiths, jewel cutters and other forms of high-end craftsmen. The higher the skill level, the better the quality the end result will be, possibly (but not always) taking less time to complete. (1 year)

8. Athletics. (As appropriate) This general skill covers such things as a team sport, bike riding, etc. The skill should be employed with the guidance of the GM to determine which abilities should be utilized. (2 weeks)

9. Blacksmith. (CN / 2 + MR / 2) A character with this skill can manufacture devices from metal, such as horseshoes, ploughs and utensils or tools. A blacksmith can work with many types of metal, not just iron. (12 months)

10. Bowmaking & Fletching. (D) A character with this skill can manufacture a simple bow and fletch arrows, using suitable materials (when available). When a character attains level 4, the character can manufacture compound bows. At level 5, the character can build a crossbow and at level 6, a ballista! (12 months)

11. Bribery. (MR / 2 + LP / 2) Bribery is illegal in many cultures. This skill allows a character to determine if such an attempt would be appropriate or inappropriate.

12. Camouflage. (MR) This skill is a survival aid, and a combat skill. This skill allows a character to camouflage themselves, another person or an object using available materials or camouflage equipment (such as nets, foliage or dirt). (2 years)

13. Climbing. (CN / 2 + D / 2) The ability to climb difficult walls, trees, fences, etc. At level 2 the character is able to rock-climb, using correct technique, equipment, etc. (6 months)

14. Combat: Blade. (CN / 3 + D / 3 + MR / 3) This skill allows a character to effectively employ a blade weapon such as a knife, saber or rapier for offensive and defensive actions. (4 months)

15. Combat: Heavy Weapons. (D / 2 + MR / 2) This skill allows the user to maintain and employ siege weapons and castle defense weapons, such as ballistae and catapults. (1 year)

16. Combat: Mounted. (CN / 2 + D / 2) The ability to ride an animal does not mean that a character will be proficient at fighting from an animal's back. This skill allows a character to fight riding a mount and to control the animal while in combat. (3 months)

17. Combat: Primitive Melee. (CN / 3 + D / 3 + MR / 3) This skill covers weapons such as clubs, broken bottles, morning stars, etc. (2 months)

18. Combat: Primitive Ranged. (CN / 3 + D / 3 + MR / 3) This skill covers such weapons as bows, crossbows, spears, tridents, etc. (2 months)

19. Combat: Tactics. (MR / 2 + LP / 2) This skill requires the character to have at least one level in another non-tactical combat skill. Anyone with this skill will have knowledge of tactics and strategies for using a particular

weapon type effectively. A character with Combat Tactics - Dismounted and Combat: Primitive Melee skills will know how to employ a weapon to cause maximum harm, or to work as a distraction, etc. For every two levels, a character with this skill gains an understanding of tactics at different strategic levels, i.e. squad, platoon, company, etc. (3 years)

20. Combat: Unarmed. (CN / 3 + D / 3 + MR / 3) This is the ability to fight effectively while unarmed. At level two, the character can adopt a Martial Arts style of their choice. (2 weeks)

21. Contortion. (D) This skill allows a character to twist, flex and contort their body to allow them to move in adverse conditions. This skill may be used to escape bonds, or to fire a bow while hanging suspended from a net trap in a tree etc. (2 months)

22. Cooking. (MR / 2 + LP / 2) This skill is used to turn processed and unprocessed foodstuffs into a presentable meal, putting a person with this skill ahead of somebody who can only heat a pre-packaged meal. (6 months)

23. Craft. (D) A character with this skill can do a handicraft, such as rope making, canoe making or pottery, etc. (6 months)

24. Dance. (D) The ability to perform dance of various styles for entertainment or for social interaction. (3 months)

25. Deception. (MR / 2 + LP / 2) This is the ability to convincingly lie or mislead through words, omission, by deeds and / or gestures. This skill, combined with the Trade skill will allow a character to smuggle or use the black market, or when used with the Gambling skill will enable a character to cheat. There are many uses for this skill when combined with other "legal" skills. (6 months)

26. Diplomacy. (MR / 2 + LP / 2) With this skill a character can use appropriate tact and courtesy to present their case in the best possible light to negotiate for something that they want or require. (6 months)

27. Disarm Device. (D / 2 + MR / 2) A character with this skill is able to safely disarm traps, disable alarms and to sabotage devices. The higher a character's level of skill, the less obvious their tampering (generally). (3 months)

28. Disguise / Makeup. (MR) This skill allows a character to change his or her appearance, or to imitate another person of similar build. If intending to impersonate another person, the Acting skill is needed to successfully imitate the target. To impersonate a specific individual takes a base time of 4 hours minus 30 minutes for every level of Disguise / Makeup skill that the character has. This includes the use of greasepaint and wigs, etc. A bonus or penalty may be applied at the GM's discretion if the character resembles the target, or differs greatly in appearance. (6 months)

29. Education: Advanced. (MR) In order to gain this skill, the character must have the Education: Basic skill. This skill allows the character to progress on to the other skills such as Cryptography and beyond Knowledge: Mathematics, level 2 etc. (2 years)

30. Education: Basic. (MR) This level of education provides the character with the ability to read, write and do simple math (allowing the character to reach level 2 in Knowledge: Mathematics Skill). The character also has a basic understanding of history. (4 years)

31. Education: Instruction. (MR / 2 + LP / 2) This skill allows the character to become a teacher or instructor. If the character achieves level 3 in any skill, a character with this skill may teach that subject. (12 months)

32. Engineering: Combat. (MR) This skill allows a character to design, construct or repair bunkers, siege engines, etc. for use by the military. (12 months)

33. Engineering: Construction. (MR) This skill allows a character to design, build or repair housing, bridges, roads, etc. This skill includes plumbing, carpentry, brick-laying, etc. (12 months)

34. Engineering: Mechanical. (MR) This skill allows a character to design, repair or build mechanical systems such as in those used in windmills, draw bridges, clocks and traps.

35. Espionage. (MR / 2 + LP / 2) This skill is employed by spies. This skill gives a character a working knowledge of techniques used for espionage such as dead letter drops, invisible ink and recognition codes. (12 months)

36. Evaluate. (MR / 2 + LP / 2) A character with this skill will be able to apply it to any other skill that they possess to determine the approximate value of an object or service. For example a character with this skill and the Handle Animal skill may be able to evaluate the approximate value of a horse that a nervous-looking merchant is trying to sell. (3 months)

37. Fishing. (LP / 2 + D / 2) More of an art than a simple skill, the fishing skill allows a character to locate a suitable area in which to fish, to select or make fishing equipment such as poles, rods, hooks or a net. In addition, the character knows how to assess if a fish is safe to eat and how to clean it properly. (12 months)

38. Fraud. (MR / 2 + LP / 2) This skill allows a character to exploit procedures that they are familiar with in order to gain a benefit to which they are not entitled. (12 months)

39. Handle Animal. (MR / 2 + LP / 2) This skill allows a character to herd and care for domestic animals. It does not allow a character to train undomesticated animals. (3 years)

40. Hide. (D / 2 + MR / 2) This skill allows a character to conceal themselves or an item. Given the right circumstances, a character can find an unobtrusive place to hide that has minimal chances of being stumbled upon, such as stowing away on a ship. In order to use this skill, it must be physically possible to hide in an area. (3 years)

41. Hunting. (MR / 2 + D / 2) The character is capable of tracking, trapping and killing (normally) non-sentient creatures. The character can select one environment type to specialize in from the following list:

Environment
Arctic
Desert
Jungle
Mountains
Sea
Woods

When a character gains level 3 in any single environment skill listed above, the character gains level 1 in two other environments from their expanded understanding of general hunting techniques. (2 years)

42. Interrogation. (MR / 2 + LP / 2) The not-so-gentle art of persuasion. This skill does not include torture or the use of drugs, which are part of a separate skill (see Torture on Page 17). The use of this skill involves the employment of various methods of questioning technique. The interrogator uses threats, persuasion and all the guile and lies that they can bring to bear upon his or her target in order to create the necessary level of mental pressure and stress. Physical violence negates any progress, causing the interrogation to fail, and then be treated as the use of the Torture skill. The

table below shows the Difficulty Level against which the interrogator must make a check. (12 months)

Interrogation Difficulty Level Table						
Skill Level	Hours Taken					
	3	6	12	24	72	144
1	18	17	16	15	14	13
2	16	15	14	13	12	11
3	14	14	12	11	10	9
4	13	12	11	10	9	8
5	11	10	9	8	7	6
6	9	8	7	6	5	4

Using the table above, a character with Interrogation skill at Level 1 must succeed in a Difficulty Level 18 check to gain the required information in 3 hours, however this may be made more difficult if the person being interrogated has the Resistance skill.

43. Interview. (MR / 2 + LP / 2) This skill allows a character to conduct an interview for formal reporting purposes. A journalist or an investigator might use this skill. (12 months)

44. Intimidation. (CN / 2 + LP / 2) This skill represents a character's ability to intimidate another person through circumstances or physical size, etc. A failed attempt in the use of this skill indicates that the character has used the wrong approach on their intended subject. (2 years)

45. Jest & Mock. (MR / 2 + LP / 2) To be able to tell a joke or to make fun of somebody is a skill in itself. Those who are good enough find fame and fortune, while those who aren't may end up wearing rotten fruit or being challenged to a fight or duel. (1 month)

47. Juggle & Tumble. (D) This skill allows a character to be able to juggle objects (at skill level plus two items), to flip or to take falls without being hurt (within reason) for the purpose of entertainment. The difficulty level of juggling objects is calculated at 2 levels per object being juggled, with +1-3 levels if the object is delicate and + 2 levels if the objects are sharp. If a failure occurs while trying to juggle sharp objects occurs the character must make a Dexterity check or take damage. (2 months)

48. Jury Rig. (MR / 2 + D / 2) This skill allows a character to tinker together a functional or semi-functional device from components, not necessarily designed for the purpose to which they are about to be put. (12 months)

49. Knowledge: Academia. (MR) This skill covers the ability to plan and conduct research and apply oneself to studies. It also covers the ability to use libraries and to submit research for journals or other publications through the correct channels and in the correct format. (2 years)

50. Knowledge: Alchemy. (MR) The character can fill prescriptions, or combine compounds to create different types of medications and poultices. The character can also administer anesthetics, etc. (12 months)

51. Knowledge: Architecture and Engineering. (MR) This skill allows a character to design structures, such as houses, bridges and even public buildings etc. (12 months)

52. Knowledge: Cartography. A character with level 1 in this skill can read a map. With level 2 or higher, the character can make maps.

53. Knowledge: Codes & Ciphers. (MR) This skill covers the art of coding and decoding messages, as well as cracking codes and creating ciphers. Ciphers are created at a level equal to or less than the character's

Cryptography skill level. A character cannot crack a code of a higher level than their Cryptography skill level. (2 years)

54. Knowledge: Etiquette. (MR) This skill allows a character to comply with social expectations and manners. A character with this skill can set a banquet, compose a formal apology or host a dinner party, etc. (6 months)

55. Knowledge: Forgery. (MR / 2 + D / 2) This skill is used to illegally reproduce a document, record or item (e.g. an letter of invitation, a pass token or money), when used with the appropriate skill. For instance, to forge a coin, the forger will need to be able to work gold, silver or other precious metals. (3 months)

56. Knowledge: Gambling. (MR / 2 + LP / 2) This skill allows a character to improve their odds, through skill and education in games of chance, by minimizing their losses and maximizing their potential gain. The character will know the rules for three games of chance per level. A character may use this skill, combined with the Deception or Sleight of Hand skills to cheat at a game of chance. (6 months)

57. Knowledge: Language. (MR) This skill is a measurement of a character's ability to speak another language, in addition to their native tongue. The character can speak at level 1, and at level 2 can read and write. (3 months)

58. Knowledge: Legends & Tales. (MR / 2 + LP / 2) This skill allows a character to have knowledge of famous (ship-wide) legends as well as tell tales to entertain. It is through legends and tales that what little is known of the Warden's past is passed on. (12 months)

59. Knowledge: Local. (MR) A character with this skill is familiar with their local area, it's geography, tribes and personalities, as well as some (if not all) of the dangers. A character with level 1 in this skill will know most of the people in his village, and a little of the surrounding land, but not much more. Level 2 in this skill means that the character has an understanding of the areas surrounding their home, neighboring towns and villages, and important personages. At level 3 the character can reasonably expect to know most of the local politics, be aware of the function of the level above and below their home level, and be passingly familiar with the geography of more than half of the level. Level 5 in this skill means that the character knows the rough layout of the entire level and has a fair idea of the two levels above and below their home level. At level 6, the character knows the layout entire of their home level, has a general idea of the layout of the Starship Warden and knows who the major factions operating on each level are. (3 months)

60. Knowledge: Mathematics. (MR) This skill allows a character to perform calculations and know how to apply formulas to certain problems. (12 months)

61. Knowledge: Metallurgy. (MR) This skill allows a character to identify most common metals, and determine the best uses for them. This also means that the character has an understanding of alloys, and detecting weaknesses in metal objects. (12 months)

62. Knowledge: Musical Composition. (MR) The character can read music and compose music. (12 months)

63. Knowledge: Mutants & Mutations. (MR) This is a most useful skill. The character has knowledge of a number of more common mutations, and their effects. With every level of this skill, the character is aware of eight mutations and their effects and six different types of mutants. (6 months)

64. Knowledge: Nature. (MR) This skill allows a character to tell when something is not "right" with the surrounding environment. The character can spot contaminated and radiated areas, and can even avoid them to a degree. The character has an understanding of the seasons, as well as creatures likely to be encountered in different terrain types. (6 months)

65. Knowledge: Herbs & Plant Lore. (MR) The character is familiar with numerous different plant types, can identify plants that are safe to eat, or that may have different uses. (6 months)

66. Knowledge: Radiation and Contamination. (MR) This skill provides a character with a practical knowledge about radiation and contamination, including pollution. A character with this skill will be able to spot radiated areas, if clues exist, as well as advising on appropriate strategies for minimising exposure to these hazards, or cleaning them up. (12 months)

67. Knowledge: Robot Identification. (MR) This skill allows the character to identify different types of Robots, from visible features and to guess at the function of unfamiliar Robots. The skill also means that the character has some knowledge of the Laws of Robotics and even how to task a Robot (well, in theory). (12 months)

68. Knowledge: Theology. (MR) The character has an understanding of the tenets of a particular religion and its teachings. In addition to this, the character is also aware of the history and politics of the religion and the demographics of the followers of that faith. Generally, the character will also be aware of the tenets of other religions, beliefs, cults and faiths. The character may or may not hold a position (e.g. a priest or a shaman) within that religion. (2 years)

69. Knowledge: Trade. (MR / 2 + LP / 2) The character is familiar with taxes, payment methods, permits and other trading requirements to conduct trade without going out of business. (12 months)

70. Lock Picking. (MR / 2 + D / 2) This skill allows a character to use picks to open simple lock mechanisms, as well as more complex tools to open sophisticated mechanical locks. At level 5 the character gains the ability to open primitive clockwork locks. (6 months)

71. Magic: Prestidigitation. (D) This is not actual magic; this skill allows a character to perform stage-magic tricks with the correct equipment. (3 months)

72. Medicine: First Aid. (MR) The character is trained to give basic medical aid to an injured person. A successful check of this skill will prevent a victim from going into shock (checked again every 15 minutes for the first hour). The character can heal one extra point for every two levels of this skill that they possess with the aid of a medical kit. The character can also improvise some basic medical equipment, such as stretchers, bandages, tourniquets and even antiseptics. Successful use of this skill will prevent infection from setting into a wound (checked once per day until healed). (12 months)

73. Medicine: Primitive. (MR) The character knows how to use primitive utensils, tools and remedies to treat a number of ailments. The character can perform amputations and clean and sterilize wounds. The character also knows how to find and use herbs for poultices and infusions. (12 months)

74. Military Skills. (MR / 2 + LP / 2) The character is familiar with military training and discipline, such as military etiquette, saluting, orders and drill, etc. (6 months)

75. Mimic. (MR) The ability to mimic another person's voice. The character must have clearly heard the intended target's voice for the mimicry to be convincing. (12 months)

76. Mountaineering. (CN / 2 + MR / 2) This skill is useless without the Climbing skill. This skill indicates that the character has knowledge that enables them to scale mountains, such as using breathing apparatus, choosing a safe ascent path, choosing a safe camping spot on a mountain, etc. (12 months)

77. Move Silently. (D) This skill allows a character to sneak through an area without making noise. The character is also aware of methods for muting the sounds of carried equipment, beasts of burden etc. (2 months)

78. Musical Instrument. (D) The character can read music and play an instrument. The character must take this once for each different instrument that they wish to be able to play. (1 month)

79. Navigation. (MR) The character is capable of navigating by GPS, map-to-ground, compass or by the stars. A different method is learned for each level that the character achieves in this skill. (12 months)

80. Oration. (LP / 2 + MR / 2) The ability to speak in public to convey a message in a clear and concise manner. The character is also able to judge the degree of receptiveness of the audience. (2 months)

81. Painting / Drawing. (D / 2 + MR / 2) The character can paint or draw to represent the concept or object that they wish to portray. (12 months)

82. Persuasion. (MR / 2 + LP / 2) This skill allows a character to more easily persuade another to accept their viewpoint or cause. This can be used to talk an outnumbered enemy into surrender or to get past a guard without an ID card. (6 months)

83. Pick Pocket. (D) The character has the ability to remove the contents from the pockets of another being without being detected. If the intended target has Heightened Precision, the attempt will fail automatically, unless the character attempting to pick the pocket also has Heightened Dexterity.

84. Recall. (MR / 2 + LP / 2) The character is trained to remember details, such as messages and lists, and repeat that message to others. The higher the degree of skill in this, the more that they can remember. (12 months)

85. Resistance. (MR / 2 + LP / 2) This skill indicates that a character has been trained to resist interrogation and torture. In levels 1-3 of this skill, the character is capable of predicting methods of interrogation or torture to be used against them, and mentally preparing themselves. For each level a subject has in this skill, lower the Interrogator or Torturer's level by 1 when calculating the results on the Interrogation and Torture Tables (on Page 14 and Page 17). When a character achieves level 4+, the character has had several false responses implanted in their brain, and is able to form mental blocks, doubling the required time for interrogation or torture. (3 years)

86. Rhetoric/Debate. This skill allows a character to debate issues in a public forum, or to make statements that are designed to elicit a particular response. (3 months)

87. Riding: Animal. (D / 2 + LP / 2) This skill allows a character to ride an animal. At level 3 and above, the character may attempt to ride an animal which has not been trained for riding. When riding a different animal type, e.g. a camel instead of a horse, the character's skill level is treated as one less, to a minimum of level 1. (2 years)

88. Ropecraft. (D / 2 + MR / 2) This skill allows a character to tie all sorts of knots and to construct useful objects from ropes, as well as set simple snares and traps. (1 month)

89. Running. (CN / 2 + D / 2) The character is adept at running for long distances, at a reasonable or higher speed. At level 6, the character is at their peak ability (Olympic standard for those with high CN and D scores). (7 days)

90. Salvage. (D / 2 + MR / 2) A character using this skill can examine a supposedly useless item and find a new use for it, or parts of it. In order to

create a functional device, the Jury Rig or other craft-types skill must be used. (12 months)

91. Sculpture. (D / 2 + MR / 2) The character can sculpt in various materials to carve, cast or mould an object. (12 months)

92. Search. (MR) This skill is useful when searching for hidden objects or compartments, as well as hiding the evidence that an area has been subjected to a search. (12 months)

93. Seduction. (LP) This skill is used to attempt to seduce another character, either in a physical context, an emotional context or both. It is not necessarily a sexual act. In a sexual context, this skill will fail automatically if the characters' sexual preferences are mismatched. This skill can be used against somebody of an opposing viewpoint (i.e. an enemy, but in non-combat situations) with the following penalties or bonuses:

Situation	Bonus/Penalty
Characters are strangers	0
Characters are acquaintances	+1
Characters are friends	+2
Characters are enemies	-3
Characters are of similar, but different species (i.e. Human and Elf)	-2 to -4 at GM's discretion
Inappropriate circumstances	-2 (or more, decided by the GM)

In the interest of game harmony, it is recommended that the GM disallow player characters to use this skill against each other. (18 months)

94. Singing. (LP) The character is capable of singing (outside a sonic shower) for the purposes of entertaining. (3 months)

95. Sleight of Hand. (D) The character is able to manipulate simple objects or distract an observer with hand gestures in order to mislead, trick or confuse an observer. (3 months)

96. Stealth. (D) The character is adept at concealing themselves in shadows and moving quietly, or avoiding notice. (3 months)

97. Stonework/Masonry. (CN / 3 + D / 3 + LP / 3) This skill allows a character to lay bricks, construct a wall or cut stone blocks to a plan designed by an architect or engineer. (12 months)

98. Surveillance. (MR) The character is trained in observation of people, places or events. The character knows how to set up a "hide" and is familiar with "tailing" and remaining inconspicuous. This skill can be combined with the Disguise and Photography skills for great effect. (6 months)

99. Survival. (CN / 2 + MR / 2) The character is capable of finding food and shelter in unfortunate circumstances. The character can select one environment type to specialize in from the following list:

Environment
Arctic
Desert
Jungle
Mountains
Sea
Woods

When a character gains level 3 in any single environment skill listed above, the character gains level 1 in two other environments from their expanded understanding of general survival techniques.

When hunting creatures for food, treat as the character's level in the appropriate environment as the Hunting skill, -1 level. (2 years)



100. Swimming. (CN) The character is adept at swimming long distances, at a reasonable speed (for a Human) or higher speed over shorter distances. At level 6, the character is at their peak ability (Olympic standard for those with high CN scores). This skill allows a character to swim further, or under difficult circumstances (such as when approaching exhaustion, rough waters, etc.). (1 month)

101. Tanning. (MR) This skill allows a character to cure leather. The character knows how to skin a creature without damaging the hide and different methods of preserving the meat and the leather. A character will need the Craft skill in order to do leatherwork. (2 years)

102. Torture. (MR / 2 + LP / 2) This skill uses various forms of violence, cruelty, pain and even drugs to achieve the same aim as interrogation and is considered amoral or evil by many people. The torturer decides which method of torture will be used on a subject, then rolls on the Doing Things Table on Page 123, subtracting penalties if the subject is resisting (see the Resistance Skill on Page 16). If the torturer uses drugs and fails by more than 10 points, he has killed the subject, or if violence is used and the torturer fails by more than 10 points, he has also killed the subject. The table below shows the Difficulty Level of gaining accurate information from an unwilling subject. (2 years)

Torture Difficulty Level Table						
Hours Taken						
Skill level	0.5	1.0	6.0	12.0	24.0	72.0
1	18	17	16	15	14	13
2	16	15	14	13	12	11
3	15	14	12	11	10	9
4	13	12	11	10	9	8
5	11	10	9	8	7	6
6	9	8	7	6	5	4

Using the table above, a character with Torture skill at Level 3 must succeed in a Difficulty Level 14 check to gain the required information in 1 hour, however this may be made more difficult if the person being interrogated has the Resistance skill.

103. Tracking. (MR / 2 + LP / 2) This skill is used to track animals, creatures or people over various types of terrain. With the aid of a tracking dog or the Heightened Senses mutation (Vision or Smell), a character with this skill can track over any solid surface. (3 months)

104. Training / Fitness. (CN / 2 + MR / 2) The character has a good understanding of how to train to gain or maintain fitness. If a character does not have this skill, he or she must rely upon somebody who does to get an effective training program in place. (12 months)

105. Vehicle: Animal Powered (Cart, Chariot, Sled or Wagon). This skill is used by a character to control animal-powered vehicles. Other similar types of vehicles can be used with the same skill, but as though the character had one less level in that skill.

106. Vehicle: Balloon or Dirigible Sm, Md, Lg. (MR / 2 + D / 2) At levels 1-2, the character can operate a small dirigible. At levels 3 and 4, the character can operate a medium sized dirigible. At levels 5 and 6, the character can operate a large dirigible. (4 months)

107. Vehicle: Powered Unique. (MR / 2, D / 2) This skill allows the character to use a custom-made vehicle, such as an experimental steam engine, or experimental automobile etc. (3 months)

108. Vehicle: Surface Watercraft –Sail Sm, Md, Lg. (MR / 2 + D / 2) When taking this skill, the method of propulsion must be specified, and each method is treated as a separate skill. At levels 1-2, the character can operate

a small watercraft. At levels 3 and 4, the character can operate a medium sized watercraft. At levels 5 and 6, the character can operate a large watercraft. The character must choose whether they will specialize in powered vessels or sail vessels. (4 months)

109. Weaponsmith. (MR / 2 + D / 2) This skill is used to produce primitive weapons such as axes, knives, polearms and swords, or metallic armor. A character must reach level 3 before they can make armor. (3 months)

110. Woodwork. (CN / 3 + D / 3 + LP / 3) This skill allows a character to carve or build objects from wood. Woodworkers tend to specialise in different areas, such as carpentry, ship's carpentry and carriage makers etc.), however, all can build commonly used or asked-for items from wood. (12 months)

111. Wrestling. (CN / 2 + D / 2) The character can grapple, throw and pin another person (or Humanoid) by pitting their strength against their opponent, adding the level of their wrestling skill to achieve their intent. (6 months)

NO.	SKILL	BASE
1	Abseiling*	D
2	Acrobatics*	D
3	Acting	LP / 2 + MR / 2
4	Agriculture	MR
5	Animal Training	LP / 2 + MR / 2
6	Armor Manufacture & Repair	CN / 2 + MR / 2
7	Artisan (Goldsmith, Gemcutter etc)	D / 2 + MR / 2
8	Athletics*	As Appropriate
9	Blacksmith	CN / 2 + MR / 2
10	Bowmaking And Fletching	D
11	Bribery	MR / 2 + LP / 2
12	Camouflage	MR
13	Climbing*	CN / 2 + D / 2
14	Combat: Blade*	CN / 3+D / 3+MR / 3
15	Combat: Heavy Weapons	D
16	Combat: Mounted	MR / 2 + LP / 2
17	Combat: Primitive Melee*	CN / 3+D / 3+MR / 3
18	Combat: Primitive Ranged*	CN / 3+D / 3+MR / 3
19	Combat: Tactics	MR / 2 + LP / 2
20	Combat: Unarmed*	CN / 3+D / 3+MR / 3
21	Contortion	D
22	Cooking*	MR / 2 + LP / 2
23	Craft*	D
24	Dance*	D
25	Deception	MR / 2 + LP / 2
26	Diplomacy	MR / 2 + LP / 2
27	Disarm Device	D / 2 + MR / 2
28	Disguise / Makeup	MR
29	Education: Advanced*	MR
30	Education: Basic*	MR
31	Education: Instruction	MR2 / LP / 2
32	Engineering: Combat	MR
33	Engineering: Construction	MR
34	Engineering: Mechanical	MR
35	Espionage	MR / 2 + LP / 2
36	Evaluate	MR / 2 + LP / 2
37	Fishing*	LP / 2 + D / 2
38	Fraud	MR / 2 + LP / 2
39	Handle Animal*	MR / 2 + LP / 2
40	Hide	D / 2 + MR / 2
41	Hunting*	MR / 2 + D / 2
42	Interrogation	MR / 2 + LP / 2
43	Interview	MR / 2 + LP / 2
44	Intimidation	CN / 2 + LP / 2
45	Jest & Mock	MR / 2 + LP / 2
46	Juggle & Tumble	D
47	Jury Rig	MR / 2 + D / 2
48	Knowledge: Academia*	MR
49	Knowledge: Administration / Bureaucracy	MR / 2 + LP / 2
50	Knowledge: Alchemy	MR
51	Knowledge: Architecture and Engineering	MR
52	Knowledge: Cartography	MR
53	Knowledge: Codes & Ciphers	MR
54	Knowledge: Etiquette*	MR
55	Knowledge: Forgery	MR / 2 + D / 2
56	Knowledge: Gambling*	MR / 2 + LP / 2
57	Knowledge: Language*	MR
58	Knowledge: Legends & Tales*	MR
59	Knowledge: Local*	MR
60	Knowledge: Mathematics	MR
61	Knowledge: Metallurgy	MR
62	Knowledge: Musical Composition	MR
63	Knowledge: Mutants and Mutations	MR

NO.	SKILL	BASE
64	Knowledge: Nature*	MR
65	Knowledge: Plants & Herb Lore	MR
66	Knowledge: Radiation & Contamination	MR
67	Knowledge: Robot Identification*	MR
68	Knowledge: Theology*	MR / 2 + LP / 2
69	Knowledge: Trade	MR / 2 + LP / 2
70	Lock Picking*	MR / 2 + D / 2
71	Magic: Prestidigitation*	D
72	Medicine: First Aid	MR
73	Medicine: Primitive*	MR
74	Military Skills	MR / 2 + LP / 2
75	Mimic*	MR
76	Mountaineering*	CN / 2 + MR / 2
77	Move Silently	D
78	Musical Instrument*	D
79	Navigation*	MR
80	Oration	LP / 2 + MR / 2
81	Painting / Drawing*	D / 2 + MR / 2
82	Persuasion*	MR / 2 + LP / 2
83	Pick Pocket*	D
84	Recall	MR
85	Resistance	MR / 2 + LP / 2
86	Rhetoric/Debate	MR / 2 + LP / 2
87	Riding: Animal*	D / 2 + LP / 2
88	Ropecraft*	D / 2 + MR / 2
89	Running*	CN / 2 + D / 2
90	Salvage	D / 2 + MR / 2
91	Sculpture*	D / 2 + MR / 2
92	Search	LP / 2 + MR / 2
93	Seduction*	LP
94	Singing*	LP
95	Sleight of Hand	D / 2 + MR / 2
96	Stealth	D
97	Stonework/Masonry	D
98	Surveillance	MR
99	Survival*	CN / 2 + MR / 2
100	Swimming*	CN
101	Tanning*	MR
102	Torture	MR / 2 + LP / 2
103	Tracking*	MR / 2 + LP / 2
104	Training / Fitness*	CN / 2 + MR / 2
105	Vehicle: Animal Powered (Cart, Chariot, Sled or Wagon)	MR / 2 + D / 2
106	Vehicle: Balloon or Dirigible Sm, Md, Lg	MR / 2 + D / 2
107	Vehicle: Powered, Unique	MR / 2 + D / 2
108	Vehicle: Surface Watercraft – Oar or Sail	MR / 2 + D / 2
109	Weaponsmith	MR / 2 + D / 2
110	Woodwork (Type – Shipwright, Carpenter, Coach maker, etc)	MR / 2 + D / 2
111	Wrestling*	CN / 2 + D / 2

\* Denotes Background Skill

## MAIE TO MA4E CREATURES AND MUTANTS PART 3

This issue we cover a number of the flying creatures from the first edition. Some of these creatures may serve as little more than distractions or could be pivotal to an adventure plot, depending upon how the GM wishes to use them. The Changer is a good example of a relatively weak creature, that can do some clever things that may annoy players, but also offers great rewards if its nest is located.

There have been a couple of small changes in the names of the species used, as they have been reclassified since the 1976 edition of the game, and those used here have been updated to reflect the original intent.

Where possible, I have included public domain images of the base stock birds that will aid those unfamiliar with each species to gain an idea of the mutated creature being described.

The descriptions below provide guidance on the score ranges that these creatures may have. Of note, hit points for these creatures are rolled using the CN score, while the hp stat lists any modifications to that roll, as a result of mutations that the creature may have.

Enjoy,

Craig J. Brain

### FLYING TYPES



#### Changer (Mutated Robin)

CN	1d6	D	3d6	LP	1d6	MR	1d6	RR	2d6	hp	x 1.0
AC	18			Flies:	16 yards per second						

**Mutations:** True Breed, Precognition, Lowered Mental State, Mental Block: Pegasus, Immunity: Poison, Chameleon Powers

**Description:** This bird is able to change its color to match its surroundings, and has the benefit of continual precognition (like the Winged Biter). The Changer is resistant to all poisons and immune to many forms of mental attack due to it having the Lowered Mental State mutation.

These birds are generally harmless, unless something shiny takes their eye and they decide to grab it and place it in their nest. Often their nests are located high in trees and may contain all sorts of attractive and odd small items.



#### Stabber (Mutated Red-Headed Woodpecker)

CN	1d6 x 1.5	D	2d6 +3	LP	1d6+2	MR	1d6	RR	2d6	hp	x 1.0
AC	15			Flies:	14 yards per second						

**Mutations:** True Breed, Mental Block: Pegasus, Metal Skin, Increased Size

**Description:** This bird has increased its size to 2 feet in height and is now 3 feet long, with a wingspan of nearly four feet. Its feathers are aluminium-based as is its 5-inch long beak (WC 18, 1d6 damage normally). However, its favored method of attack is to dive on its victim and impale its target (WC 14, 5d6 damage). It uses a high-pitched whistle to frighten and paralyze its non-intelligent victims and is completely silent when attacking its more intelligent prey. Because of the smooth nature of the feathers and beak, it can easily extricate itself from any pierced wound, but while it does this, is unable to avoid attack for 1 combat round. It can recover and position itself to attack again in this manner in sixty seconds.





### Hawkoid (Mutated American Kestrel)

CN	1d6+1 x1.75	D	2d6+2	LP	1d6+10	MR	1d6+8	RR	2d6	hp	x
AC	18			Flies:	18 yards per second						1.0

**Mutations:** True Breed, Mental Block: Pegasus, Heightened Intelligence x 2, Force Field Generation, Levitation, Confusion, Heightened Vision (daylight only), Speech, New Body parts (arms and hands), Increased Size x 2

**Description:** This creature is much larger than its non-mutated cousin (being about 4 feet tall when reaching full adulthood). It is fully intelligent, with appendages extending from its body ending in hands that do not hamper its flight. It is not afraid to take on creatures much larger than itself and has a constant appetite. It uses bows and rocks from the air to deadly effect.



Cooper's Hawk by  
Louis Agassiz Fuentres 1908

### Imitator (Mutated Cooper's Hawk)

CN	1d6+1	D	2d6+2	LP	1d6 +8	MR	1d6 +8	RR	2d6	hp	x
AC	18			Flies:	18 yards per second						1.0

**Mutations:** True Breed, Radiated Eyes, Shape Changing, Density Control (Self), Heightened Intelligence x 2, Mental Block: Pegasus

**Description:** This flyer is fully intelligent but does not have the manipulative appendages to take advantage of it. Normally a shape changer can only transform itself into something of the same weight as itself, however, using the Density Control mutation, the Imitator can use its Shape Changing mutation to imitate much larger creatures.

The Imitator can completely physically shapechange into any other living creature, retaining its own Radiated Eyes mutation. This transformation unlike other chameleon changes is complete and lasts as long as the bird wishes, however due to the energy used in changing, the bird can only accomplish this once a month.



Scarlet Tanager  
Image courtesy of U.S. Fish and Wildlife Service

### Blood Bird (Mutated Scarlet Tanager)

CN	1d6 +2 x 1.75	D	3d6	LP	1d6 +2	MR	1d6	RR	2d6	hp	x
AC	18			Flies:	14 yards per second						1.0

**Mutations:** True Breed, Mental Block: Pegasus, Radiated Flesh, Increased Size x 2, Altered Metabolism, Lowered Mental State

**Description:** This mutated flyer is 2 feet tall and retains the startling plumage of its non-mutated cousin. Its body constantly gives off radiation at Intensity Level 10, and its beak is now changed so that it can eat meat. Its mind is resistant to all forms of mental attack as its brain is too small.

These birds have become a problem for anyone raising livestock, as a flock of these birds will gather near animal herds, with the intention of killing the animals with radiation poisoning or causing the animals to panic. The birds will then feed on any casualties.

## NEXT ISSUE

We hope you enjoyed this issue. The contents of the next issue should (but may not due to unforeseen circumstances) include the following:

MA1e to MA4e Creatures and Mutants Part 4

Our first detailed description of a level of the Starship Warden in 2525!

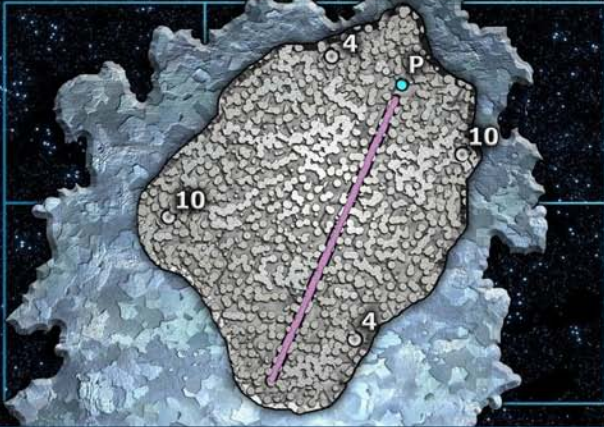
Another map by Ryan Wolfe

If you have any suggestions or submissions for articles, please contact me.

Craig J. Brain  
Editor



G7: ASTEROID GIRAKAL POD LEVEL



J10: ASTEROID FEEDING LEVEL



H8: ASTEROID N'TREB LEVEL



K11: ASTEROID FABRICATION LEVEL



I9: ASTEROID DUPLICATION LEVEL



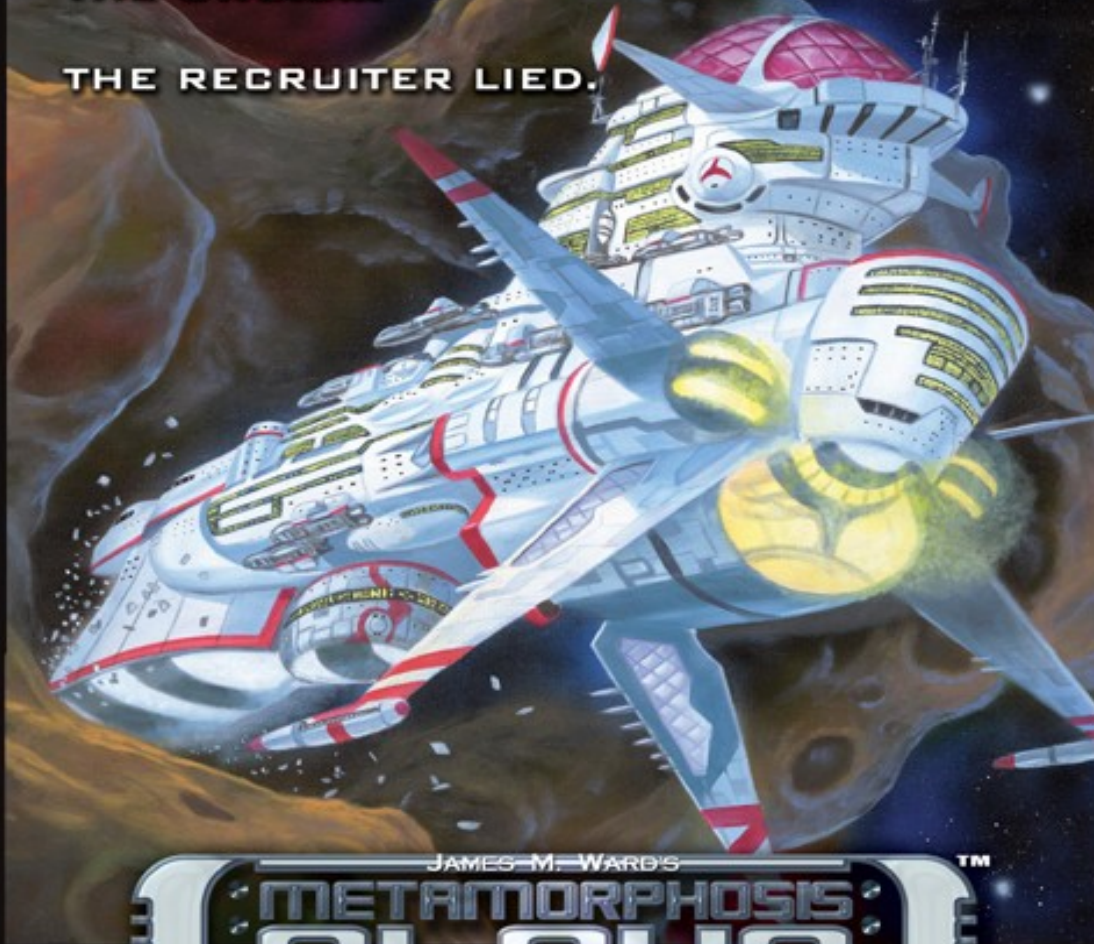
L12: ASTEROID POWER SYSTEMS LEVEL





THE RECRUITER TOLD YOU  
THAT YOU WOULD WAKE UP  
ON A BRAVE NEW WORLD,  
HELPING MANKIND COLONIZE  
THE STARS...

THE RECRUITER LIED.



JAMES M. WARD'S <sup>TM</sup>  
**METAMORPHOSIS**  
**ALPHA**  
UNIVERSE

The world's first science-fiction RPG is back! *Metamorphosis Alpha 4th Edition* is 176 pages of hardbound excitement set on the crashed generational colony ship, the *Starship Warden*. Using the **3d6 System**, your marine, mutant or manic android struggles to regain control of a ship gone mad while fighting off everything from insane computer A.I.s to alien invaders.

Now Available  
MPY 1000 \$29.99  
ISBN 0976360128  
[www.mudpuppygames.com](http://www.mudpuppygames.com)  
[www.metamorphosisalpha.net](http://www.metamorphosisalpha.net)

